

Title

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Game Design Document

Project Title:

Tag Line: *Super minimized summary of the game*

Design By:

Report By:

This GDD is prepared by Sancaralp Elmas, Karya Ercan, help by Uğur Evren Çamalan. This GDD is mostly suitable to use between pitch and development phases. Strongly recommended for you to modify headings as how it suits to your project.

Feel free to use it both for personal and commercial use. No references needed, but we would be pleased if you do so. You may note that future games of Wise Monke Entertainment Studio will be made using this GDD.

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Table of Content

1. Overview	4
1.1- Genre.....	4
1.2- Quirk.....	4
1.3- High Concept.....	4
1.4- Game Flow Summary	4
1.5- Aesthetics.....	4
1.6- First Impression.....	4
1.7- Target Platform(s)	4
2. Gameplay	5
2.1- Objectives.....	5
2.2- Feel.....	5
2.3- Game Progression	5
2.4- Game Flow	5
2.4-1. Challenge Structure.....	5
3. Mechanics	6
3.1- Core Mechanics.....	6
3.2- Rules.....	6
3.3- Objective Mechanics.....	6
3.4- Key Bindings	6
3.5- Challenges	6
4. Narrative	7
4.1- Synopsis.....	7
4.2- World	7
4.2-1. Overview of the World.....	7
4.2-2. Lore	7
4.2-3. Rules of the World	7
4.3- Characters	7
4.3-1. Protagonist(s).....	7
4.3-2. Antagonist(s)	7
4.3-3. Side Characters	7
4.4- In-game Narrative Elements	7
5. Art	8
5.1- Visual Art.....	8

Title	First Update dd/mm/yyyy	Last Update dd/mm/yyyy
5.1-1. Aesthetic	8	
5.1-2. General Visuality	8	
5.1-3. Effects.....	8	
5.2- Sound Art	8	
5.2-1. Aesthetic	8	
5.2-2. Background	8	
5.2-3. Music.....	8	
5.2-4. Effects.....	8	
6. Marketing.....	9	
6.1- Market Research	9	
6.1-1. Target Market	9	
6.1-2. Competitors	9	
6.1-3. Target	9	
6.1-4. Self-Criticism	9	
6.2- Target.....	9	
6.3- Key Strategies.....	9	
6.4- Key Channels.....	9	

1. Overview

1.1- Genre

Genre of the game, for example: Rogelite/Shooter.

1.2- Quirk

The varying aspect(s) of the game, why is it special?

1.3- High Concept

Pitch for the game, how would you explain the game to your friends?

1.4- Game Flow Summary

The summary for the overall flow of the game, minimalized game loop for the game

1.5- Aesthetics

Aesthetics of the game, for example: Hotline Miami uses retro-wave aesthetic, Telltale uses comic book aesthetics etc.

1.6- First Impression

When a player opens the game for the first time, what would be their impression, what would they feel about the game?

1.7- Target Platform(s)

What devices/platforms the game is aimed to be published on?

2. Gameplay

2.1- Objectives

What are the main objectives of the game, why would a player play this game? For example: In Super Mario: Odyssey a player can play for saving princess peach and completing the story, or explore all the secrets and reach secret endings etc.

2.2- Feel

The elements that would make the player experience the game in the intended way.

2.3- Game Progression

How the game progress with user's choices and time spent. What is different between the 1st and 10th hours? How will the game progress into the desired finale.

2.4- Game Flow

Core game loop, player's overall superficial experience throughout the game, for example: In hades, game flow is mostly buying upgrades, entering procedurally generated dungeons, dying, and repeating.

2.4-1. Challenge Structure

What challenges the game puts in front of the player to overcome? For example: It might be enemies to slay, puzzles to solve, etc.

3. Mechanics

3.1- Core Mechanics

What are the key activities the player does, how they effect the game, why and how they do them. Containing main locomotion, puzzle, or battle mechanics etc.

3.2- Rules

What are the rules of the gameplay, how the world interacts with itself and player, for example: Keys open pre-dedicated doors, every electronical device has an activator key, laser kills whom it touches etc.

3.3- Objective Mechanics

What are the key activities player should do to complete the objectives and how does the game response to this, for example:

3.4- Key Bindings

What are the key bindings for the game on each intended platform.

3.5- Challenges

What are the mechanics that provides the gameplay features of the challenges, for example: Ai and the behavior trees of enemies, puzzle systems and implementations.

4. Narrative

4.1- Synopsis

Short description of the story (Also may add a short summary of the story)

4.2- World

4.2-1. Overview of the World

An overview of the world/universe/environment the story takes place in.

4.2-2. Lore

The lore/backstory/history that will be the basis of the stories' context.

4.2-3. Rules of the World

What are the limitations and specifications of the world? For example: In Skyrim, racism exists, private property is prohibited, you may enter and take whatever you want if the person thinks you are a friend etc.

4.3- Characters

4.3-1. Protagonist(s)

Your main character, leading role of your name

4.3-2. Antagonist(s)

The character that creates challenges and tries to prevent protagonist's efforts to reach to the goal.

4.3-3. Side Characters

All the other important characters related to the narrative.

P.S Some information about the characters that could be beneficial to the document are:

Name, High Concept, Role, Personal Traits, Goal

4.4- In-game Narrative Elements

In-game elements that reinforces the narrative, storyline or world, for example: in Binding of Isaac story is narrated through item visuals.

5. Art

5.1- Visual Art

5.1-1. Aesthetic

General visual art style of the game, which aesthetic that the art will be based on.

5.1-2. General Visuality

How will the general visuality of the game will be implemented? For example: In Octopath Traveller the art is generally pixel art sprites on a 3D world with 3D lighting. (with more details to be written here)

5.1-3. Effects

Visual Effects that increase feel of game.

5.2- Sound Art

5.2-1. Aesthetic

General sound art style of the game. Which aesthetic that the art will be based on?

5.2-2. Background

Sounds that define and increase the feeling of current environment. White noises, animal sounds etc.

5.2-3. Music

All the music to be put on the game.

5.2-4. Effects

Sound Effects that increase feel of game.

6. Marketing

6.1- Market Research

Provide your data and analysis under related headings.

6.1-1. Target Market

Provide all data about your target market and analyze it. Market size, revenues, consumer population, threat of new entrants. Sum up opportunities and threats.

6.1-2. Competitors

Analyze your competitors' all steps. Use tools like Video Game Insights to monitor consequences of their movements in both developing and publishing process. Take your notes and plan your process. Although analyze what players hates and loves about their game.

6.1-3. Target

Define the ideal customer demographic for your game. Analyze demographic structure, insights, daily life and their social media habits of your main target audience even including what does they eat and drink. Provide market research and data to support your analysis.

6.1-4. Self-Criticism

Honestly analyze your game's strengths and weaknesses. You will need to highlight your strengths and strengthen your weaknesses.

6.2- Target

Sum up your main target audience and their insights. Also include your secondary target audience (consumers who you may seduce). You should keep in sight this part because you must think, play or eat like them in all part of your development process.

6.3- Key Strategies

What will be your strategies to catch your target audience, get a share of market or join competition?

6.4- Key Channels

What are the channels that you will use to keep in touch with your target audience and reach them. Also do not forget to consider your secondary target audience.